

REPORT DOCUMENTATION PAGE			Form Approved OMB No. 0704-0188	
Public reporting burden for this collection of information is estimated to average 1 hour per response, including the time for reviewing instructions, searching existing data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. Send comments regarding this burden estimate only, other aspect of this collection of information, including suggestions for reducing this burden, to Washington Headquarters Services, Directorate for Information Operations and Reports, 1215 Jefferson Davis Highway, Suite 1204, Arlington, VA 22202-4302, and to the Office of Management and Budget, Paperwork Reduction Project (07804-0188), Washington, DC 20503.				
1. AGENCY USE ONLY (LEAVE BLANK)		2. REPORT DATE 22 February 1999		3. REPORT TYPE AND DATES COVERED Abstract
4. TITLE AND SUBTITLE Advancement in Real-Time IR/EO Scene Generation Utilizing the SGI Onyx2			5. FUNDING NUMBERS	
6. AUTHOR(S) Robert Makar, Paul Rogers, Frank Stanley, Stephen Jacobs, Tom Joyner, Keem Thiem				
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Naval Air Warfare Center Aircraft Division 22347 Cedar Point Road, Unit #6 Patuxent River, Maryland 20670-1161			8. PERFORMING ORGANIZATION REPORT NUMBER	
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES) Naval Air Systems Command 47123 Buse Road, Unit IPT Patuxent River, Maryland 20670-1547			10. SPONSORING/MONITORING AGENCY REPORT NUMBER	
11. SUPPLEMENTARY NOTES			19991004 319	
12a. DISTRIBUTION/AVAILABILITY STATEMENT Approved for public release; distribution is unlimited.			12b. DISTRIBUTION CODE	
13. ABSTRACT (Maximum 200 words) This paper describes advances in the development IR/EO scene generation to support the Infrared Sensor Stimulation system (IRSS) which will be used for installed system testing of avionics electronic combat systems. The IRSS will provide a high frame rate, real-time, reactive, hardware-in-the-loop test capability for the stimulation of current and future infrared and ultraviolet based sensor systems. The IRSS program is a joint development effort under the leadership of the NAWCAD, Air Combat Environment Test and Evaluation Facility (ACETEF) with close coordination and technical support from the Electronic Combat Integrated Test (ECIT) Program Office. The system will be used for testing of multiple sensor avionics systems to support the DT&E and OT&E objectives of the U.S. Navy and Air Force. Scene generation in the IRSS is provided by an enhanced version of the Real-time IR/EO Scene Simulator (RISS) which was previously developed by Amherst Systems. RISS utilizes the symmetric multiprocessing environment of the Silicon Graphics® Onyx2™ to support the generation of IR/EO scenes in real-time. It is a generic scene generation system which can be programmed to accurately stimulate a wide variety of sensors. RISS capabilities have been greatly improved in the past year. This paper will discuss the addition of new simulation techniques which have been added to the system to better support the high resolution, geospecific testing requirements of a new generation of imaging sensors. RISS now better supports the use of high resolution databases which contain material maps at photo realistic precision. Other developments which will be discussed include extensive improvements to the databases and scenario development tools, advancements in the support for multiple synchronized scene generation channels, and new support for sea and ship models.				
14. SUBJECT TERMS Hardware-in-the-loop, Simulation, Infrared, Scene Generator, Silicon Graphics®			15. NUMBER OF PAGES 2	
			16. PRICE CODE	
17. SECURITY CLASSIFICATION OF REPORT Unclassified	18. SECURITY CLASSIFICATION OF THIS PAGE Unclassified	19. SECURITY CLASSIFICATION OF ABSTRACT Unclassified	20. LIMITATION OF ABSTRACT UL	

Conference: Technologies for Synthetic Environments: Hardware-in-the-Loop Testing III

Conference: Technologies for Synthetic Environments: Hardware-in-the-Loop Testing IV

Conf. Chair: Robert Lee Murrer, Jr., Air Force Research Lab

Title: Advancements in Real-Time IR/EO Scene Generation Utilizing the SGI Onyx2

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Presentation: Oral

Abstract:

This paper describes advances in the development IR/EO scene generation to support the Infrared Sensor Stimulator system (IRSS) which will be used for installed system testing of avionics electronic combat systems. The IRSS will provide a high frame rate, real-time, reactive, hardware-in-the-loop test capability for the stimulation of current and future infrared and ultraviolet based sensor systems. The IRSS program is a joint development effort under the leadership of the Naval Air Warfare Center - Aircraft Division, Air Combat Environment Test and Evaluation Facility (ACETEF) with close coordination and technical support from the Electronic Combat Integrated Test (ECIT) Program Office. The system will be used for testing of multiple sensor avionics systems to support the Development Test & Evaluation and Operational Test & Evaluation objectives of the U.S. Navy and Air Force.

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Keywords:

Hardware-in-the-Loop Simulation

ABSTRACT ONLY

CLEARED FOR
OPEN PUBLICATION

Infrared 2-22-99

PUBLIC AFFAIRS OFFICE
NAVAL AIR SYSTEMS COMMAND

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Biography:

Mr. Makar is a principle software engineer at Amherst Systems. His primary duties involve the design, implementation and testing of real-time IR rendering algorithms for a variety of computational platforms. Mr. Makar is the Project Engineer of the Infrared Sensor Stimulator System (IRSS) development program for the Navy. In this function, he oversees design, development and testing of all aspects of real-time IR/EO modeling and simulation on SGI platforms. In the past, Mr. Makar has been involved with a variety of visual and IR rendering projects. Mr. Makar holds a Master's degree in Computer Science from the State University of New York at Buffalo.